

## The Slagpit

By Alex Kurowski

This lair is suitable for four 8<sup>th</sup> level characters and can be inserted deep within a mountain or other subterranean area. This location serves a necromantic ritual chamber where fire giants transform their hill giant kin into the revolting and subservient slagcoats.

### AREA 1 - BRIDGE

Read the following when the characters approach the bridge that extends towards the stronghold:

*A bridge of worked granite reaches across a lake of magma to an island of volcanic stone that rises from the molten rock. The center of the bridge is broken, seemingly caused by the impact of a falling piece of the cavernous ceiling hundreds of feet overhead. All along the bridge on either side of this break are collectively a dozen obsidian statues of various humanoid creatures.*

**Broken Bridge.** The gap between the two halves of the bridge is 20-feet, a distance giants easily jump across but may be an obstacle for adventurers. A pillar that once supported the bridge's center still stands and may be tempting to use as a foothold to leap to the other side. A character who leaps to the pillar must make a DC 13 Dexterity (Acrobatics) check to avoid falling 40-feet down into the lake of lava. Creatures starting their turn in the lava take 55 (10d10) fire damage.

A *glyph of warding* on the top of the pillar holds a *thunderwave* spell (DC 15). If a creature fails its saving throw it is pushed off the pillar and into the lake of lava. The reverberation of the thunderwave also causes stone debris to fall from overhead: all creatures standing on the bridge must make a DC 14 Dexterity Saving Throw or take 4d10 bludgeoning damage and be restrained (escape DC 17). On a successful save, the creature takes half damage and is not restrained.

**Obsidian Statues.** The statues are victims of the spell *flesh to stone* who were then submerged in the slagpit and rapidly cooled to become abhorrent ornaments to ward off intruders.

### AREA 2 – SLAGPIT ENTRANCE

Once the characters have successfully navigated the bridge, read the following text:

*A dark stone fortress rises up 75-feet in an octahedral shape; its outer walls arranged as layers of multiple reflective facets that catch the illumination of the magma lake below. The entrance to the fortress is marked by two 25-foot tall stone doors ornately decorated and inlaid with precious gemstones.*

The **stone door golem** will attack anyone attempting to open them or pry loose the gemstones. They will attempt to slam any creatures within their reach, otherwise they focus on casting *flesh to stone* to add more statues to their master's collection.

The stone door golem has the following adjusted statistics, which changes its challenge rating to 6 (2,300 XP):

- Its size is huge.

- It has 186 (20d12 + 56) hit points.

**Treasure.** Each door contains 10 red spinels and 5 polished jet gemstones each worth 100gp.

### AREA 3 - SLAGPIT

When the characters enter the structure, read the following text:

*Sweltering heat rises from a pool of magma contained beneath the iron latticed floor within this 60-foot tall chamber. Across the room a raised dais of religious or ceremonial importance overlooks the lava pool. Dark steel sarcophagi stand 24-feet tall within the east and west corners of the chamber. Scuttling about the room are six lobster-like humanoids; one with a crimson carapace a shade darker than its mates.*

Five **klakin soldiers** and one **klakin war caster** defend this space from intruders. The klakin war caster will move to the dais and use an action to activate the iron grate doors and then jumps into the lava pool to cast spells. Three of the klakin soldiers will move to engage the characters in melee while two split to opposite sides of the room in an attempt to awaken the slagcoats.

**Iron Grate Doors.** Two hemispherical iron grated doors covers the 20-foot deep pool of lava. The doors can be opened or closed via a mechanism located on the dais. Once opened or closed, the doors act on initiative count 10 with each door retracts at a rate of 5-feet per round. A creature standing on the grate as it moves must make a DC 13 Dexterity Saving Throw or fall prone. The klakins ignore the need to make this saving throw.

**Lava Pool.** Creatures starting their turn in the lava take 55 (10d10) fire damage.

**Slagcoat Kilns.** The six “sarcophagi” each contain a **slagcoat** that is in mid-transformation. Each kiln is locked and can be opened by succeeding a DC 18 Dexterity check using thieves’ tools. The claws of the klakin possess tiny tentacles that bypass the lock automatically. Once opened, the slagcoat within awakes in a violent rage 1d4 rounds later.

### AREA 4 - SHAMAN’S CHAMBERS

The iron door to this chamber is emblazoned with a flaming skull sigil. The contents of the chamber include a giant-sized bed, an iron brazier, an obsidian armoire and an iron chest at the foot of the bed. Niches in the walls hold a variety of humanoid skulls.

This chamber serves as the quarters for a fire giant shaman who defends herself from intruders. The fire giant shaman has the statistics of a **fire giant** with the following changes:

- She has AC 10 (13 with *mage armor*).
- She has 138 (12d12 + 60) hit points.
- Her ability scores are: Strength 23 (+6), Dexterity 10 (+0), Constitution 21 (+5), Intelligence 16 (+3), Wisdom 12 (+1), Charisma 13 (+1)
- Special equipment: She wears a *necklace of fireballs*.
- She wields a greatstaff instead of a greatsword:

**Greatstaff:** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6+6) bludgeoning damage.

**Spellcasting:** The fire giant shaman is a 7<sup>th</sup>-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The fire giant shaman has the following wizard spells prepared:

- Cantrips (at will): *fire bolt, mage hand, mending, poison spray*
- 1<sup>st</sup> level (4 slots): *burning hands, charm person, jump, mage armor*
- 2<sup>nd</sup> level (3 slots): *invisibility, scorching ray, suggestion*
- 3<sup>rd</sup> level (3 slots): *animate dead, fireball*
- 4<sup>th</sup> level (1 slot): *wall of fire*

**Treasure.** Inside the chest is a beautiful granite jewelry box (250 gp), a necromantic ritual book and 2,200 gp.